Iron Fist, Hero for Hire {1}{R}



Legendary Creature — Human Mercenary Hero

Trample

Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*

Power-up — {7}{R}: Iron Fist deals 5 damage divided as you choose among up to five targets. Put five +1/+1 counters on Iron Fist. *(Activate each power-up ability only once. Reduce the cost by his mana cost if he entered this turn.)*

2/2

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